

**Media Streaming Protocol: An Adaptive Protocol For The Delivery Of Audio And Video Over The Internet (1998) (Make Corrections) (7 citations)**

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**Abstract:** The introduction of audio and video content on the World Wide Web has greatly increased traffic on the Internet. The large size of these files results in long download times and may result in excessive start latencies. Video streaming has been used to reduce this latency. Frames must be delivered in a timely fashion due to the real-time nature of audio and video. Congestion within the network may delay the reception of frames and cause them to miss presentation deadlines. Several techniques... ([Update](#))

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.... may require no buffering at all, while a desktop connected via a dial up line may require some degree of buffering or adaptive protocol [3] to compensate for the limited bandwidth. This allows different devices to view the same video stream, with the quality adjusted appropriately...

...at the University of Illinois at UrbanaChampaign. I outline below some of its main features. This protocol is described in more detail in [4]. It draws on some of the features of an earlier protocol VDP described in [5] The Media Streaming Protocol was developed to stream...

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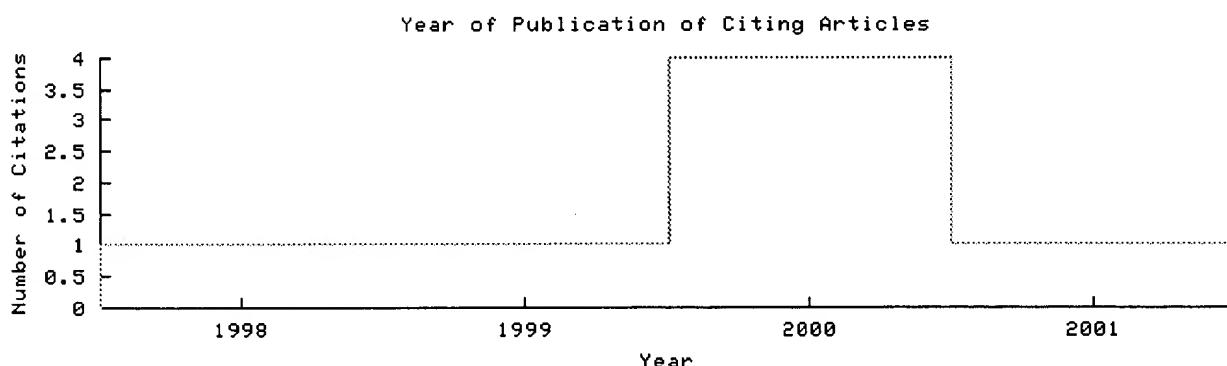
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  author = "C. Hess",
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  journal = "Master's Thesis, Graduate College of Computer Science at the University of Illinois",
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**Abstract:** The current World Wide Web does not adequately support the retrieval and exchange of continuous media, such as video and audio data. Inappropriate network transmission protocols, the lack of flexible access methods, as well as the lack of architectures that encourage the efficient reuse of continuous media, have been major factors preventing the widespread use of video and audio. This paper addresses this problem and proposes a continuous media model which integrates meta-information in... ([Update](#))

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.... Web Browser that is capable of streaming compressed video and audio in real time over the Internet using adaptive algorithms [Chen et al. 1996, Tan et al. 1996] This pioneering work demonstrated that it was possible to send complex multimedia data over the Internet in...

...frame by frame and work very slowly without hardware support. Selection of the object boundary in more than one fram is addressed in [7,8]. Chen et.al. suggests using linear interpolation to find the location of the object in between any two frames in which the locations of...

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